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BATTLES IN TIME



**SLITHEEN
MEAN AND GREEN!**

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GAMEPLAY HIGHEST

STEP 1

PLAYER 1



PLAYER 2



Remove bonus cards and make sure each player has the same number of cards – 10 each is a good number – it must be even.

One fight will be between the highest ratings and the other will be between the lowest ratings (categories don't matter). Each player selects two cards to battle and places them face down in the battle area.

PLAYER 1

HIGHEST



LOWEST



VS

PLAYER 2

HIGHEST



LOWEST



VS

& LOWEST



STEP 2

Each player turns over his cards and compares the scores. In this case **Player 1** wins the highest battle and **Player 2** wins the lowest battle. Losing cards are turned over and winning cards stay face up.

PLAYER 1
HIGHEST

HIGHEST RATING 8500!

VS

PLAYER 2
HIGHEST

HIGHEST RATING 6300!

VS

PLAYER 1
LOWEST

LOWEST RATING 1800!

VS

PLAYER 2
LOWEST

LOWEST RATING 2500!

STEP 3

Play continues until all the cards have been played. The winner is the one with the most cards face up at the end.

REMEMBER

Mid-range cards like Van Statton are good solid cards for this game.

PLAYER 1

 +  = 5

PLAYER 2

 +  = 3

DECK DOCTOR

Wondering what to do with some of your weaker cards? Just remember even the lowest-rated ones have benefits...

BONUS BOOSTERS!

PLATFORM ONE STAFF, RAFFALO AND STEWARD

Agility isn't too bad for this group of blue-skinned aliens, but your best bet is to combine one of these cards with a strong bonus card. Try playing the Skinsuit bonus card to force a draw or Platform One to boost their stats.



MR AND MRS PAKOO



The human-sized bird-creatures have a reasonable Fear Factor and their Agility isn't terrible either.

JACKIE TYLER



Jackie Tyler is just as weak in both universes, but don't be caught out by her Agility scores.

Hmm!! I wonder if any of these could beat me?

SPECIALS ZONE

TOP 5 SPECIAL ABILITIES CARDS!

DUKE OF MANHATTAN

It may be the weakest card on average, but the Duke can still beat several cards with scores under 1000.

ROBOT EYE AND SLITHEEN EGG

Neither can really fight back, but watch out for Fear Factor ratings and the Egg's Special Abilities!



BEST BONUS!

If you can get your hands on the ultra-rare TARDIS bonus cards your troubles are over – no matter how weak your card is!

SLITHEEN



MONSTER PROFILE

HEIGHT 2.45m

LIFE FORM
RAXACORICOFALLAPATORIAN

TECHNOLOGY HIGH

PLANET
RAXACORICOFALLAPATORIUS

WHO IS SHE? Blon Fel Fotch Pasameer-Day Slitheen disguised herself as MIS member Margaret Blaine, when her whole family tried to destroy the Earth. Then she became mayor of Cardiff and tried to blow that up too.

WHAT'S SHE LIKE? Big, mean, green and farted a lot, she had a rather silly sense of humour. But under all the evil she was just lonely and craved a second chance.

WHAT'S SHE GOOD AT? She had huge slashing claws, great strength, poisonous breath and the ability to fire poison darts, all of which made Blon a formidable foe.

SLITHEEN WINS ON
SPECIAL ABILITIES:
8700 vs 8000

THERE ARE
LOADS MORE
COOL SLITHEEN
CARDS TO
COLLECT!

TOTAL 1/5

DALEK

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!



DALEK

EXTERMINATE!

DALEK PROFILE

HEIGHT 1.65m

LIFE FORM DALEK

TECHNOLOGY ADVANCED

PLANET SKARO

WHAT IS IT? One of an army of thousands, this hideous mutant creature lives inside powerful metal armour. The only emotion it feels is hate.

WHAT'S IT LIKE? The ultimate fighting machine, fuelled by a bitter hatred of humanity and anything good. Killing is its greatest passion and the Doctor is its ultimate enemy.

WHAT'S IT GOOD AT? Blasting, suckering, flying and generally exterminating anyone it comes across. Daleks are also incredibly intelligent and can make millions of calculations in just a few seconds.

DALEK WINS ON INTELLIGENCE:

8500 vs 3800

AGILITY:

6700 vs 6200

STAMINA:

7200 vs 5600

FEAR FACTOR:

8500 vs 7300

TOTAL 4/5

USE THE
DALEK BUSTER
BONUS CARD TO
EXTERMINATE
ALL DALEKS!

WINS!

RELIVE THE DOCTOR'S ADVENTURES

FAQ

EPISODE 3

THE UNQUIET DEAD

The Doctor and Rose travel back in time and encounter walking corpses.

Q Which episode is this?

In Victorian Cardiff Rose is kidnapped by an undertaker whose dead bodies won't stay still. Charles Dickens and the Doctor track her down and discover the bodies are being borrowed by the alien Gelth.

Q What does Sneed mean when he says they've got another one?

It looks like they've had a problem with corpses getting up and walking for a while.

Q What special powers does Gwyneth have?

She's psychic and can read minds.

Q How come the TARDIS got the place and date wrong?

The TARDIS makes mistakes sometimes. And of course, it's attracted to trouble!

Q What's this rift The Doctor was talking about?

Hidden underneath Cardiff is a huge tear in time and space, like a gap in the Earth's crust, which is full of energy.

Q What does Gwyneth mean about Rose's Dad waiting for her in heaven?

Rose's Dad died when she was a small baby.

Q Why do the Gelth turn red?

They're showing their true evil colours!

Pity us! Pity the Gelth!

CHARLES DICKENS!!!

Q Is Mr Dickens meant to be that famous author bloke? Yes! Charles Dickens was a real writer who lived in the 19th century.

GELTH INVASION!

Race against a friend and see which one of you can save the world...

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

In Victorian times you spot a ghost during Dickens' stage show. Look at your card number to see what happens next.

EVEN

You go to investigate, but feel a cloth pressed against your mouth. Check your red AGILITY score to see what happens.

ODD

You team up with Charles Dickens and follow the hearse.

Look at your green INTELLIGENCE score.

OVER 5500

You arrive at Mr Sneed's house, but will he let you in? Is your green FEAR FACTOR over 5000?

OVER 5000 YOU ESCAPE

UNDER 5000

You wake up in a room with dead bodies. Look at your red AGILITY score: over 4500 move on under 4500 miss a go.

5500 OR LESS

You realise you've been following the wrong vehicle. Miss a go while you retrace your steps.

UNDER 5000

Reunited with your companion you have to decide what to do next. Look at your green SPECIAL ABILITIES score to decide.

OVER 5000

OVER 4500

As others hold a seance you run away. If your red INTELLIGENCE rating is over 6000 you realise how to defeat the Gelth.

UNDER 4500

UNDER 6000

The Gelth have taken over the world. Hop in the TARDIS and go back to the start to try again.

OVER 6000

You go back to the TARDIS just before the Gelth attack. Go back to the beginning and try again.

Mr Sneed tries to shut the door in your face, but eventually you get through. All this takes time. Miss a go.

OVER 4500

You hold a seance and decide to bridge the rift, but it all goes wrong. Look at your red INTELLIGENCE.

UNDER 6500

OVER 6500

YOU WIN!

Congratulations! You realised just in time that the Gelth couldn't survive if you turned the gas on. Well done, you saved the world again!



SLITHEEN QUIZ

How well do you know your Slitheen?

Q1. What was the name of the disguised Slitheen who was mayor of Cardiff?

- a) David Blaine
- b) Margaret Blaine
- c) Tony Blair

Q2. What embarrassing bodily habit do disguised Slitheen suffer from?

- a) Yodelling
- b) Burping
- c) Farting

Q3. When the Slitheen crashed a spaceship into Big Ben what was the pilot?

- a) A pig
- b) A sheep
- c) A horse

Q4. What food can destroy a Slitheen?

- a) Vinegar
- b) Clotted cream
- c) Salt

Q5. What planet are the Slitheen from?

- a) Jupiter
- b) Mars
- c) Raxacoricofallapatorius

Q6. Which of the following weapons does a female Slitheen NOT have?

- a) Poison dart
- b) Heat vision
- c) Poison breath



10

DANGER! SLITHEEN!

5 WAYS TO FIGHT A SLITHEEN

- 1** Go somewhere with a good supply of pickled products full of vinegar you can use to dissolve the Slitheen's calcium bodies. Your local chip shop is ideal!
- 2** Thrust an electrical charge into the compression field control around their neck and watch them sizzle.
- 3** When fighting a female Slitheen keep some breath freshener handy to neutralise any pongs – and her poisonous breath.
- 4** Barricade yourself into a steel-lined room, but you'll have problems when you get out...
- 5** If all else fails hack into the Royal Navy website and launch a missile strike!

COMPRESSION

This device around the neck uses alien slippst compression technique to squash and squish the Slitheen's body so it can fit into a human skin.

SKIN SUIT

The Slitheen disguise themselves as human beings, wearing suits made from their victims' skins. Because they are so big they have to use fat people.



04

SLITHEEN

CRASH!

The Slitheen crashed their ship into the Thames to create a diversion. The ship's alien pilot was really a pig they'd modified.

ARRRRRR!

SLITHEEN DATA

PLANET

The Slitheen come from Raxacoricofallapatorius.

OCCUPATION

They're drug-runners and arms-dealers, and will do anything for money.

TOTAL NUMBER

There are believed to be over 550 family members.





SLITHEEN

MEAN AND GREEN!

STRENGTH

The Slitheen are very strong and can easily lift a human clear off the ground with one arm.

FOULFARTS

When they wear a body suit the compression unit produces loads of calcium-based gas. It has to go somewhere and gets released like a foul-smelling fart.

LIGHT FOOTED

The feet are compressed more than any other part of the body and can even fit into small human shoes.

EGGS

Raxacoricofall from eggs. On laid an egg it hatchery whe other eggs un

HEIGHT

The average Slitheen is over eight feet tall (but rarely stands up straight).

GOOD NOSES

The Slitheen's sense of smell is so good that they can smell human hormones. This comes into play during the hunt.

CLAWS

The Slitheen's massive claws are easily capable of shredding a wooden door, though they're not up to sheets of metal.

RUN!

Slitheen are surprisingly fast and agile. Their long legs allow them to run at a good speed, and they tend to claw the air with their arms like giant apes.

TOP 10 SLITHEEN FACTS

1 The Slitheen have all been sentenced to death on Raxacoricofallapatorius.

2 The Slitheen's ships use highly-advanced slipstream technology.

3 They know how to wire up a pig's brain to make it walk on two legs.

4 Some Slitheen have been convicted of chizzle-waxing.

5 The Fel Fotch Pasameer-Day branch of the Slitheen family once disguised themselves as members of the UK government.

6 They have teleportation technology.

7 Slitheen smell like bad breath.

8 They are telepathic – when one is hurt or dies, they all feel it.

9 If the Slitheen returned home they would be dissolved in a cauldron of boiling acid.

10 For this reason no Slitheen has ever gone back to Raxacoricofallapatorius.

patorians hatch
ce the mother has
s moved to a
e it's cared for with
il the baby is born.

SLITHEEN DECK

There are loads of cool Slitheen cards to collect. See if you can get them all!



DO NOT OPEN!

TURN TO
PAGE 23 FOR THE
ANSWERS



THE

MACROBE MENACE

The Doctor and Rose try to track down more of their old friends before they disappear...

SO YOU'VE BROUGHT US TO A SPACE LIBRARY. BIG WHOOP!

THIS HAPPENS TO BE THE UNIVERSITY OF RAGO RAGO FIVE SIX RAGO'S READING DOME, ROSE - FIVE BILLION YEARS IN YOUR FUTURE...

WHERE ARE THE BOOKS, THEN?

NO BOOKS, DATA DISKS. YOU ZAP THEM STRAIGHT INTO YOUR BRAIN.

WOW, YEAH! I'M ROSE. THIS IS THE DOCTOR. WANNA SHOW ME WHAT THIS PLACE HAS TO OFFER A GIRL?

SURE! THIS MINDLINK LETS YOU PLUG DIRECTLY INTO OUR COMPUTER NET. YOU CAN UPLOAD A BOOK OR TAKE A VIRTUAL TOUR...

UM... SOUNDS GREAT. COMPUTERS ARE A LOT SMALLER IN THE YEAR FIVE BILLION, AREN'T THEY - AGGGHH!

EXCUSE ME! I'M KRIZ, HEAD LIBRARIAN, CAN I HELP YOU?

COMPUTERS ARE SMALLER... BUT COMPUTER VIRUSES ARE **BIGGER!**







THEY
- THEY'RE
FALLING
ASLEEP!

THOSE BOOKS WE
UPLOADED WERE
SO DULL. THE
ZOMBIES' BRAINS
SHUT DOWN! THE
MACROBES WILL BE
FORCED BACK INTO
THE NET.

AND - OH LOOK! I'VE
JUST DISCONNECTED
IT! THE MACROBES ARE
TRAPPED INSIDE. WITH
NO MIND-LINK, THE
ZOMBIES WILL SOON
RETURN TO NORMAL.



MY HEAD...
WHAT
HAPPENED?

LATER...

OUR TECHNICAL TEAM WILL
SOON CLEAN UP THE MACROBE
INFECTION AND MAKE THE
MIND-LINKS SAFE AGAIN.

GOOD! I PLAN
ON KEEPING MY
THOUGHTS TO MYSELF
IN FUTURE!



WELL, I CAME HERE TO
SHARE SOME THOUGHTS
WITH THE CHOSEN
SCHOLARS OF CLASS 88...



...WHO WATCHED THE EARTH
EXPLODE FROM PLATFORM
ONE. DON'T TELL ME, THEY'VE
DISAPPEARED - LIKE EVERYONE
ELSE WHO WAS THERE!

YEP. SO! TEN
TRILLION BOOKS
HERE, RIGHT? MAYBE
ONE HOLDS A CLUE AS
TO HOW THEY WERE
TAKEN. AND WHY!



TEN TRILLION?!

LUCKILY
I'M A FAST
READER...



TO BE CONTINUED!!!

BEHIND THE
SCENES

Get inside
this metal
monster!

**DID YOU
KNOW?**

In the old days, the
people inside the
Daleks had to control
the lights and the
eyestalk.



HAVE YOU GOT THIS ONE
IN A SMALLER SIZE?!



HATS OFF TO
THE DALEKS!

DRIVING A

DALEK

Inside a Dalek it's hot and dark but what
could be more fun than controlling the
Universe's ultimate killing machine!

So, you want to be a Dalek? Well, you're probably not going to get genetically-engineered by the Emperor Dalek, so your best bet is to get yourself down to the Doctor Who studios and clamber inside a real-life Dalek casing. First they take the Dalek apart. The dome and the grill around the neck section come off, leaving the base. It's quite tall so you need a step ladder to get in. Sit down on the seat inside so your feet touch the ground. You'd better not mind

small, dark spaces because now they put the Dalek together again. You have to help here, strapping everything down from the inside to stop it wobbling around. The eyestalk and the flashing lights are remote-controlled, so you connect them to the plugs inside. Your job is to make the Dalek move and to control the sucker and the gun. Now you're all hooked up and ready for some exterminating!

Nick Briggs, voice of the Daleks!



Three Dalek operators and their 'rides'.

YIKES!
WHERE'S THE
HAND BRAKE?

IN THE SHOW

You know the Daleks! The Doctor's greatest enemies, hideous mutants inside almost indestructible armour. They think they're the greatest race in the universe and plan to exterminate everyone else.

YOU WILL OBEY!

TEST DRIVE!

Making a Dalek move around smoothly isn't that easy. It's on casters, a bit like a shopping trolley and you're inside, sitting on a seat with your feet on the ground. When you want to move you have to shuffle your feet as if you're trying to scoot around the place on an office chair. That's not too bad – though at 10 stone a Dalek's no lightweight – the real problem is seeing where you're going.

**DO NOT TOUCH
THE
DALEK
IT IS NOT A TOY!**

You look out through a tiny space in the front about the size of a letterbox, so you can't see anything to your left or your right. When you want to go through a door, you just have to aim for the middle and hope for the best. Get it wrong and you'll be banging into the walls, which frankly makes you look pretty stupid and not at all scary. Get it right, and you'll glide through like a deadly killing machine.

**L
L**

THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE
FAR TOO TOUGH FOR
PUNY HUMAN BRAINS!

HOW DID
YOU DO? LOOK
AT PAGE 23 FOR
THE ANSWERS

EVIL UNCOVERED

Take 3 felt tip pens (black, light green and dark green) and fill in this grid to reveal one of the Doctor's enemies. The number in each square refers to the colour you need to use to fill it:

- 1 - light green
- 2 - dark green
- 3 - black

					2	2	2	2	2	2	2								
					2	1	1	1	1	1	1	1	2						
				2	1	1	1	1	1	1	1	1	1	2					
				2	1	1	1	1	1	1	1	1	1	1	2				
				2	1	1	1	1	1	1	1	1	1	1	1	1			
				2	2	2	2	1	1	1	1	2	2	2	2	1	1	1	2
				2	1	3	3	1	2	1	1	2	3	3	3	1	1	1	2
				2	3	3		3	2	1	1	2	3		3	3	1	1	2
				2	3	3	3	3	1	1	1	2	3	3	3	1	1	1	2
				2	2	3	3	1	1	2	2	1	2	3	3	1	1	1	2
				2	1	2	1	1	1	1	1	1	1	2	1	1	1	1	2
				2	1	1	1	1	2	1	2	2	1	1	2	1	1	1	2
				2	1	1	1	1	2	4	2	1	2	1	1	1	1	1	2
				2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2
				2	1	1	1	1	2	1	1	1	2	2	2	1	1	1	2
				2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	2
										2	2	2	2	2	2	1	1	1	2
										2	2	2	2	2	1	1	1	1	1

CATCH THE CARD...

Which path should you follow to get your hands on the super-rare scratch 'n' sniff Slitheen?

- A
- B
- C
- D



CAN YOU
CRACK THESE
TRICKY PUZZLES?



MONSTER MIX UP

Some of the Doctor's deadliest enemies have got a bit muddled up. Can you put the right ending to each name so they make sense?

1. CYBER-WOLF
2. SLITHE-RAK
3. KRILLI-EN
4. SYCO-LOFF
5. WERE-TANE
6. ABZORBA-MAN

COSMIC CONUNDRUM

Take a close look at the diagram below. Can you draw four lines that link the matching shapes? The lines don't have to be straight but they can't cut through any other line or shape, or go outside the rectangle.



COMING IN ISSUE 5...



CATCH THE CARD...

1. Cyberman
2. Silurian
3. Krillitanes
4. Sycorax
5. Weeping Angel
6. Abzorbalov

MONSTER MIX UP

Q1. b) Margaret Blaine
Q2. c) Farling
Q3. a) A pig
Q4. d) Vinegar
Q5. c) Raxxon/Cortez/Spanneritus
Q6. b) Heat Vision

COSMIC CONUNDRUM



EVIL UNCOVERED

ALIEN LIFE FORMS

Not all aliens are little green men. Answer these questions to find out who you are...

START

When people meet you, what do they notice first?

I LOOK REALLY ALIEN

STUFF GROWING FROM MY FACE

What's the greatest influence to the way you live your life?

Which of your characteristics do people usually notice?

I'M QUITE RUDE

I WANT TO KNOW ALL ABOUT THEM

MY HEAD IS A STRANGE SHAPE

SPANNERS

MONEY!

NATURAL WORLD

I'M REALLY SHY

Are you any good with modern technology?

I LOVE THEM

What do you think about people who spit in your face?

THEY'RE RUDE

Do you have lots of secrets or do you tell everyone everything?

I'M GOOD AT FIXING IT

I DON'T UNDERSTAND IT

Does your body have a kind of a blue look to it?

PEOPLE KNOW ALL ABOUT ME

I'M MYSTERIOUS

Looks wise, is your skin smooth or more like a crocodile?

IT'S A BIT BUMPY

MY COMPLEXION IS GREAT

Do you look your age and can people usually guess how old you are?

IT'S SOFT AND SMOOTH

Do you always do as you're told or are you a bit of a rebel?

YES

NO

Are you a good actor and always take the lead role in school plays?

I'M OLDER THAN I LOOK

I ONLY REBEL IF I'M TOLD TO!

I SPIT IN THE FACE OF ORDERS!

I HAVE GREAT STAGE PRESENCE

I'M A BIT WOODEN!

RAFFALO

Friendly, blue and a bit of a pushover, try to be strong and stand up to authority or you'll always be ignored.



MONEY OF BALLOON

You may think spitting is great fun, but not everyone sees it that way!



FACE OF BOE

You are more than just a big face that lives in a jar, but few realise that.



JABE

Attractive in a rather leafy way, you are a good person, if a little nosy!



HARRIET JONES MP 



INTELLIGENCE	5000	5300
AGILITY	4000	3800
STAMINA	3000	2700
SPECIAL ABILITIES	2000	2100
FEAR FACTOR	1000	1300

The MP for Fyrdale North became one of history's greatest Prime Ministers after the Slitheen wiped out the government.

EXTERMINATOR 

KENNY 



INTELLIGENCE	4000	4700
AGILITY	2000	3000
STAMINA	2000	2300
SPECIAL ABILITIES	400	000
FEAR FACTOR	000	900

This schoolboy helped the Doctor escape the Krillitane when he set off the fire alarm, defeating the bat-like creatures.

EXTERMINATOR 

MR REDPATH ZOMBIE 



INTELLIGENCE	2000	5200
AGILITY	2000	6900
STAMINA	2000	9100
SPECIAL ABILITIES	3000	5200
FEAR FACTOR	5000	5400

When Redpath went to see his Granny in a funeral parlour he didn't expect her to move, or to turn him into a Geth zombie!

EXTERMINATOR 

THE WIRE 



INTELLIGENCE	5000	5300
AGILITY	4000	6100
STAMINA	6000	6300
SPECIAL ABILITIES	1000	1900
FEAR FACTOR	6000	6400

Searching for a physical body on Earth, The Wire feasted on the electrical activity in television viewers' brains.

EXTERMINATOR 

SLITHEEN GROUP 



INTELLIGENCE	4000	4000
AGILITY	4000	6200
STAMINA	7000	1700
SPECIAL ABILITIES	1000	6700
FEAR FACTOR	000	8500

The Slitheen family infiltrated 18 Downing Street directly in human skin suits but found it hard to stop falling!

EXTERMINATOR 

SCHOLAR 3 



INTELLIGENCE	7000	7000
AGILITY	6000	4400
STAMINA	1000	900
SPECIAL ABILITIES	9000	2600
FEAR FACTOR	5000	1500

A university scholar who was one of Cassandra's intended victims at the party for the End of the World on Platform One.

EXTERMINATOR 

GARETH 



INTELLIGENCE	5000	5200
AGILITY	4000	4700
STAMINA	4000	4400
SPECIAL ABILITIES	1000	1700
FEAR FACTOR	1000	1000

Controlled by his earpod, Gareth helped override the Torchwood system to start the invasion of the Cybermen.

EXTERMINATOR 

CLOCKWORK WEAPON 





Use this card to reduce your opponent's FEAR FACTOR by 1500.

The Clockwork Robots wanted to take Rose Tyler's head off with their deadly, razor-sharp weapons.

EXTERMINATOR 

9TH DOCTOR 



INTELLIGENCE	9000	8800
AGILITY	6000	6900
STAMINA	8000	1000
SPECIAL ABILITIES	1000	9000
FEAR FACTOR	4000	4000

The Doctor used to look like this and spoke with a northern accent when Rose Tyler first joined him on his travels.

EXTERMINATOR 



POLICE BOX

POLICE BOX

DOCTOR WHO

BATTLES IN TIME

www.battlesinminal.com

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5 WAYS TO FIGHT A SLITHEEN

- 1 Go somewhere with a good supply of pickled products full of vinegar you can use to dissolve the Slitheen's calcium bodies. Your local chip shop is ideal!
- 2 Thrust an electrical charge into the compression field control around their neck and watch them sizzle.
- 3 When fighting a female Slitheen keep some breath freshener handy to neutralise any pongs - and her poisonous breath.
- 4 Barricade yourself into a steel-lined room, but you'll have problems when you get out...
- 5 If all else fails hack into the Royal Navy website and launch a missile strike!

SKIN SUIT
The Slitheen disguise themselves as human beings, wearing suits made from their victims' skins. Because they are so big they have to use fat people.

COMPRESSION
This device around the neck uses alien slipstream compression technology to squash and squeeze the Slitheen's body so it can fit into a human skin.

CRASH!
The Slitheen crashed their ship into the Thames to create a diversion. The ship's alien pilot was really a pig they'd modified.

PARRRRRR!

SLITHEEN DATA

- PLANET**
The Slitheen come from Raxacoricofallapatorius.
- OCCUPATION**
They're drug-runners and arms-dealers, and will do anything for money.
- TOTAL NUMBER**
There are believed to be over 550 family members.

04 SLITHEEN

MEAN AND GREEN!



STRENGTH
The Slitheen are very strong and can easily lift a human clear off the ground with one arm.

FOUL FARTS
When they wear a body suit the compression unit produces loads of calcium-based gas. It has to go somewhere and gets released like a foul-smelling fart.

FLIGHT-FOOTED
The feet are compressed more than any other part of the body and can even fit into small human shoes.

HEIGHT
The average Slitheen is over eight feet tall (but rarely stands up straight).

GOOD ROSES
The Slitheen's sense of smell is so good that they can smell human hormones. This comes into play during the hunt.


CLAWS
The Slitheen's massive claws are easily capable of shredding a wooden door, though they're not up to sheets of metal.

RUN!
Slitheen are surprisingly fast and agile. Their long legs allow them to run at a good speed, and they tend to claw the air with their arms like giant apes.

EGGS
Raxacoricofallapatorians hatch from eggs. One the mother has laid an egg it's moved to a hatchery where it's cared for with other eggs until the baby is born.

TOP 10 SLITHEEN FACTS

- 1 The Slitheen have all been sentenced to death on Raxacoricofallapatorius.
- 2 The Slitheen's ships use highly-advanced slipstream technology.
- 3 They know how to wire up a pig's brain to make it walk on two legs.
- 4 Some Slitheen have been convicted of chizzle-waxing.
- 5 The Fel Fotch Pasameer-Day branch of the Slitheen family once disguised themselves as members of the UK government.
- 6 They have teleportation technology.
- 7 Slitheen smell like bad breath.
- 8 They are telepathic - when one is hurt or dies, they all feel it.
- 9 If the Slitheen returned home they would be dissolved in a cauldron of boiling acid.
- 10 For this reason no Slitheen has ever gone back to Raxacoricofallapatorius.



And I would have gotten away with it
if it wasn't for these
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